# **User Manual**

### From RibTools

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## **Installation**

- **Get** the latest version of the binaries from the downloads page (http://code.google.com/p/ribtools/downloads/list) over at Google Project Hosting.
- Unzip the archive in the directory of your choosing (Note: the archive includes own RibTools/ directory).

Note: you may need to perform a one-time install of the freely redistributable CRT libraries from Microsoft, downloadable here (http://www.microsoft.com/downloads/details.aspx?familyid=A5C84275-3B97-4AB7-A40D-3802B2AF5FC2&displaylang=en) and in the *RibTools* binaries package at RibTools\Install\vcredist\_x86.exe.

# **Quick Start**

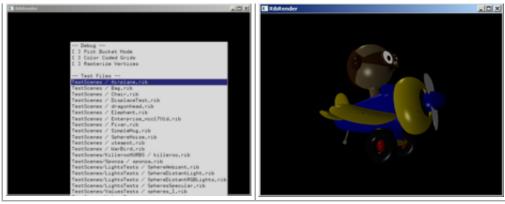
From the *RibTools* directory, launch the file MakeTests.bat, wait for it to complete and enjoy some fine renderings in the *TestsOutput* folder.

Three executables are currently distributed: RibRenderToy, RibRender, RibRenderServer and RSLCompilerCmd.

## RibRenderToy

This is a minimally interactive application that will render any RIB file present in the TestScenes folder.

Launch the application, *right click* in the window to open a menu from which to choose a file to render.



**Note:** The rendering is always redirected to the application window, ignoring any target specified by the *Display* command in the RIB files.

### RibRender

This command will render a scene described by a RIB file (http://www.3dartist.com/WP/formats/index.html#rib) into an image file or in a window.

From a command line, type RibRender -h to get the following help:

Note: RIB scene description files usually specify the output format with an explicit *Display* command. So, a RIB file may decide whether the output will be in the form of an image file (usually TIFF) or in a window for display. If no *Display* command is found, **RibRender** will automatically generate an RGBA TIFF image named frame 0001.tif

### RibRenderServer

This command acts for a render server for any *RibRender* command that will accesses this application thought the machine's IP and selected port.

From a command line, type RibRender -h to get the following help:

```
Examples:
RibRenderServer
RibRenderServer -port 31111
```

Note: RibRenderServer gives an additional capability to distribute rendering but it is *not* necessary as RibRender is fully capable of rendering on its own.

## **RSLCompilerCmd**

This command is included only for *internal testing purposes*. It compiles a .sl file into a RibRender .rrasm file type. Such operation is done internally by the renderer, and **the user does not normally need to run this** command explicitly.

# General Usage

In order to run the **RibRender**, **RibRenderServer** and **RSLCompilerCmd** commands from the command line shell from any directory in the system, the RIBTOOLS DIR environment variable must be set.

In DOS/Windows this is accomplished by doing:

```
SET RIBTOOLS_DIR=<Path>
```

Where <Path> is the pathname where the executables are, along with the ribtools.ini file (this file is used also to confirm that the directory is indeed RibTools' directory).

SET however is not permament. To set an evironment variable that persists after a reboot in Windows XP and above, use the following instruction (http://support.microsoft.com/default.aspx?scid=kb;en-us;310519) from Microsoft.

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